```
Opcode::Point
+ X
+ y
+ Z
+ Point()
+ Point()
+ Point()
+ Point()
+ ~Point()
+ Zero()
+ SetPlusInfinity()
+ SetMinusInfinity()
+ PositiveUnitRandomVector()
+ UnitRandomVector()
and 87 more...
                 +n
        Opcode::Plane
        + d
        + Plane()
        + Plane()
        + Plane()
        + Plane()
        + Plane()
        + Plane()
        + ~Plane()
        + Zero()
        + Set()
        + Set()
```

and 8 more...